Official Guide to Live G1 Stables

厩舎・運営篇
Chapter 1 Stable Management

Opening a stable – the flow of the game

In December, the long battle to win an overseas G1 championship as a trainer finally begins, so keep the events of the year in mind and work

First year after the opening of the stables – Events during the year

Decem

opening of a stable

Horse owner requests new stables for next year

A horse owner with whom you have a high friendship level asks you to stable a 2-year-old horse that he wants to enter the stable in the next year. If the owner refuses the stable, his friendship level will decrease and his reputation as a trainer will also decrease... (→ page 20)

Announcement of Annual Results

At the end of the fourth week of December, the results for the year will be announced, including the annual number of wins, annual winning percentage, and trainer ranking. If a trainer has achieved even more outstanding results, he or she will be presented with the KRA Award. At the beginning of your career, winning a KRA award is a dream come true, but you should improve your skills as a trainer and do your best to win many awards.

Januar

Naming of new horses entering the stables this year

Regarding new horses requested to enter the stables at the end of the year, the owner will report the name of the racehorse he has decided on. However, if the owner is Mr. Toyama, he will ask you to name the horse, so think of a good name for him (→ page 20).

Februar

Overseas 3-year-old horse auction market

The four horse owners, Mr. Toyama and Mr. Gokatsu, will ask us to accompany them to an overseas 3-year-old horse auction market, so let's do our best to auction off good blood (→ page 21).

March

Confirmation of 3-year-old horses entering the stables this year

In the fourth week of March, the horses scheduled to enter the stables are confirmed. At first, there is no problem, but after a few years, the stables need to be adjusted so that the maximum number of horses managed by the stable does not exceed 20.

April
May
June

Breeding advice from Toyama Farm

April through June is the breeding season. The horse owner, Mr. Toyama, will ask you for advice on breeding, so visit Toyama Farm and select a suitable stallion for your mare and breed her (→ page 27).

July

Domestic 2-Year-Old Horse Auction Market

Mr. Toyama and other owners with whom we have a high friendship level request us to go to their 2-year-old horse auctions. As the friendship level increases, the budget for the auction rises, so don't refuse to go (see page 21).

August
Septem

Yard transactions (purchase of yearling horses at the farm) The horse owner asks you to buy a yearling horse at a production ranch. If the friendship is high, the budget will increase, and if you have a good reputation as a trainer, you can negotiate a substantial discount with the ranch manager... (→ page 22).

Octobe r

Domestic mare auction market

Mr. Toyama is the only person requested to accompany the mares to the mare auction market. To produce a high quality racehorse, it is essential to have a good pedigree and a high quality mare. If you receive a request, be sure to accompany him. If your friendship with Mr. Toyama increases and you have enough money, you will be asked to accompany him to overseas mare auctions (→ 21 pg).

Novem International mare auction market

Decem Owner requests new horses for next year, and next year ...

Stable opening! Miura? Or Nitto?

After starting the game, the first step is to enter your stable name, followed by the selection of your previous job. This choice will affect your starting settings, so you will want to choose carefully. What are the differences in settings according to occupation?

If you choose a rider
→ Top leading riders are more likely to ride with us from the beginning of the game.

If you choose to work as a stable manager
→The level of the general stable staff at the beginning of the program is set one rank higher than normal.

If you choose to be a training assistant
→At the beginning, the assistant trainer (Koichi Nakatsu) is set one level higher.

If you choose ranch-related personnel
→Breeding that is not normally found at Toyama Farm
There is a mare (Camisole)

If you choose veterinarian
→The veterinarian is now a female Dr. Kisaragi, not a male Dr. Hoshiyama.

If you choose other
→No benefits on setting

Next, you choose your training center, either Miura or Nitto, and here, too, there are the following differences.

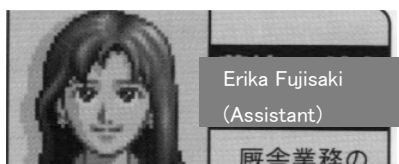
If you choose Miura
→A forest horse trail is added to the training pattern (helps to refresh after races).

If you choose Nitto
→The length of the slope is 1.5 times longer than Miura, and when the slope is added to the training baton, the effect is 1.5 times longer than that of Miura (fatigue level also increases by 1.5 times).

As for the choice of a training center, Miura would be a good choice if you want to have the Kanto region as your main battleground, while Nitto should be your choice if you want to have the Kansai region as your main battleground. Careful consideration should be given to the differences before deciding on the training center to which the horse belongs.

With a staff of four

Is it the same as winning a G1...

The day of the long-awaited opening of the stables arrives in December with a dusting of snow. At the time of opening, the stable staff consists of four people: an assistant, Erika Fujisaki, two stable hands, and an assistant trainer. While it would okay to start racing in December, it would probably be good to start in earnest in after the dawn of the new year, after taking the time to finish and consider the rotation.

Erika Fujisaki (Assistant)

Competent assistant who serves as the stable's business support. I enjoy her comments at the beginning of each month.

Saburo Negishi stable hand

A veteran stable keeper who is the leader of the stables. I want to make him bloom one last time.

Koichi Nakatsu assistant trainer

Assistant trainer at the stables who. He is in charge of all the horse training.

General Stablehand

An apprentice stable keeper who has just joined the stables.
Gradual development

Dr. Hoshiyama

A veterinarian practicing in the trainer's office. If the trainer's previous job was as a veterinarian, a female Dr. Kisaragi appears.

Rival trainer

Rival trainer who shows up at the stables frequently.

Ihe Stable Office...

A trainer not only trains racehorses, but also manages the stables with his staff, befriends horse owners, inspects farms, ... there is a lot that needs to be done. In the stable office, the following commands are carried out

– Horse stalls (1–32 page –)
Switch to the horse stall screen.
– Staff (8 page–)
Hiring, firing and organization of staff, etc.
– Managed Horses
Check the condition of incoming horses and schedule of horses to be stabled
– Pasture (→ page 23–)
Inspect foals and resting horses at the ranch
– Horse owners (→17 page)
Check performance information by horse owner.
– Data
Check trainer rankings and various other data

Functions
Game save and preferences

Program list
You can check the program list of races for the year

Weather
The weather forecast for the weekend can be checked.

Next week
Finish this week's work and send it to the next week

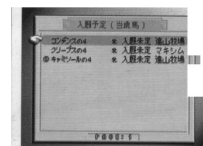
Don't forget to execute other commands just because you have more horses to manage.

Managed Horses

Horses that are managed and trained as active racehorses can be viewed in person at the stable, but you can also view the schedule of managed horses at the stable office without going to the stable.

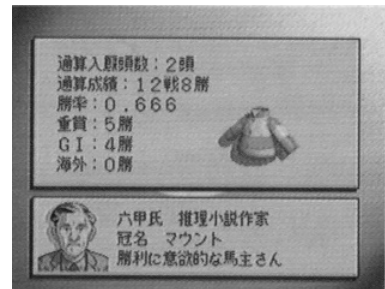
Stable Schedule

You can view the schedules of current horses (3-year-olds scheduled to arrive in April or later, racehorses currently at pasture, and foals (yearlings and 2-year-olds that are in production and scheduled to join your stable).

You can view the schedules of active horses (3-year-olds, 3-year-olds that are scheduled to be stabled after April, racehorses that are currently grazing on pasture) and foals (yearlings and 2-year-olds that are in production farms and scheduled to be stabled in your stables).

Stable Horses

Data on managed horses currently in the stables. You can check the data of the horses that are currently in the stable. When you want to know which horses are going to run in a race this week, you don't have to go to the stable and check each horse one by one.

Horse owners

You can check the past results, information, and winning dressage of horse owners who have consigned their racehorses to your stable since it's opened.

Data

Here it is possible to view a variety of data, including performance charts and trainer rankings. The following data can be checked.

This year's score report

Pressing the A button displays the trainer's reputation and comments on the stable's atmosphere level, giving an indication of the current level of the stable.

Trainer Ranking

You can check the ranking of all trainers in the game.

● Rider Ranking

Ranking of all the riders in the game. Riders who belong to their own stable are indicated in red letters.

Course Record

Course records by distance for each racecourse are displayed. If a horse from your stable is the record holder, it is displayed in red.

Trophy

View the latest information on the major awards won, international GI winners, Hall of Fame horses, and more.

● KRA Award

The KRA awards are announced at the end of each fiscal year, and you can see a list of the awards you have received yourself.

Program list

Program listings for all races held during the year are displayed. When making a long–term race rotation, it is a good idea to do so while checking the program list.

Weather

You can check the weather forecast for the weekend in the region where the horse race will be held. When you are planning to run a horse that is not good on heavy tracks, it may be a good idea to check the weather forecast here. Note, however, that this forecast is not always accurate.

Grade One Stable

Stable Atmosphere / Trainer Rating

In "Live G1 Stable," relationships are as important as horsemanship.
The atmosphere in the stables and my own reputation as a trainer is of great concern.

Stable Atmosphere / Trainer Rating Meter

The meter in the upper right corner of the screen in the stable office is a meter that gives you an idea of the atmosphere of your stable and your reputation in the horse racing circle as a trainer.

The upper circle indicates the degree of stable atmosphere. If the stable atmosphere is good, the color turns blue, and conversely, if the atmosphere is bad, the color turns red.

The yellow meter below it indicates the trainer's reputation as a trainer; if the reputation is high, the meter goes up, and if it is low, it goes down.

Stable Atmosphere

The stable atmosphere is the average of the trust level of the staff members, excluding the exclusive jockey. If the staff works happily and energetically without complaints, the atmosphere will be good, but if the staff does not trust the trainer and is not enthusiastic about their work, the atmosphere will be bad. The stable atmosphere is also an important condition for the appearance of special stables and assistant trainers, as described on page 11 and beyond, so always pay attention to the color of the meter.

(degree of) reputation for training and conditioning

What is your reputation within the horse racing circle? It is no exaggeration to say that your reputation is reflected in everything you do in the game, including your friendliness with horse owners, the condition of your stables, and your race results. If your reputation improves, you will receive requests from more influential owners to join their stables, and this will have a large impact on the auction and breeding budgets. The reputation of a horse includes the reputation of the horse's place of origin, so the higher the reputation, the more advantageous it is when dealing with the yard.

These levels of atmosphere and reputation can be seen on the current year's results screen, so check them often.

Stable Atmosphere and Trainer Reputation

At the beginning of the business, the atmosphere in the stables was not very good and his reputation as a trainer was quite low. This is inevitable, but how can these things be elevated?

If he were to win back-to-back races and even a grand prix in the newly opened December, the atmosphere and reputation of the company would surely increase at once. However, horses under management in the initial stage are not at a high level, and they are conditioned horses. It would be better to give up on December of the first year, and instead, build a solid rotation for the second year, which will start in earnest, and make efforts to raise the atmosphere and reputation along with it. Here are some tips on how to raise or lower the atmosphere and reputation of your horse, so let's take a look at them and put them into practice.

Add or Subtract Atmosphere

Plus

Race results (wins and places)

-Stablekeepers and assistant trainers have at least one horse in charge.

-When you are asked to change the horse in charge, you can switch the horse to another horse.

-When a horse in the charge of a stable keeper or assistant trainer becomes a stallion

-When a horse in the charge of a stable keeper or assistant trainer becomes a broodmare

Minus

-When there is no horse in charge

-When the horse in charge breaks down (no addition or subtraction due to illness)

-Not changing the horse in charge when a request is made to change the horse in charge.

-...when a member of the stable staff is laid off.

-When a member of the stable staff voluntarily retires

-When you ask a jockey for a follow-up (only the assistant trainer in charge).

Add/subtract trainer reputation

Plus

Trainer Ranking Rises

-General Rider's friendship level reaches maximum.

-Hiring Staff

-Friendship level of horse owners reaches maximum for the first time.

-Record time update

-Award-winning horse was born.

-Received various KRA awards

-Race results (wins and places)

-Monthly stable atmosphere (if high)

Minus

-Trainer ranking down

- No winners for a year

- Voluntary resignation of staff

- Dismissal of staff

- Refused a request from a horse owner to enter stables over the phone.

- Refused a phone call to accompany a request to Seri city

- Denied a request for a garden-variety transaction over the phone.

- Active horse has broken down or fallen ill.

- Retirement of active horses

- If a stallion is castrated

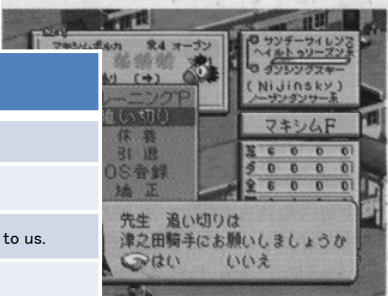
- When a race is cancelled

- Stable Atmosphere (if low)

Stable Atmosphere Message

Atmosphere	Comment
10	Everyone is working as one toward a single goal.
9	The stables feel very bright, and there is a lot of teamwork going on.
8	There is a sense of solidarity in the stables. Everyone is working enthusiastically.
7	Minor complaints, but they each get the job done.
6	There doesn't seem to be any problem, but people don't seem to be cooperating either.
5	No one says anything, but the inside of the stables is very awkward.
4	Noisy in the stables. Sometimes you can hear shouting.
3	Every day someone is fighting, and the teamwork is falling apart.
2	Everyone's in a bad mood. It's like they're against each other.
1	I don't want to be in this stable ... .

Trainer Reputation Message

rating	Comment
10	People praise him as one of Japan's leading horsemen.
9	I sense everyone's hopes are high. The horse material seems to be getting a lot of attention.
8	The reputation in the horse racing circle is excellent. People feel safe entrusting their horses to us.
7	Some people aren't happy about it, but generally everyone likes it.
6	They don't say anything in particular, but they don't seem to get any credit.
5	Sometimes I hear rumors, and they don't sound very good.
4	People are anxious about leaving their horses with me. I have a bad reputation even in racing circles.
3	Everywhere I go, people complain about me. They don't trust me very much.
2	Not a day goes by that I don't hear someone bad-mouthing me. They don't seem to trust me.
1	No one listens to me. I don't belong in this world.
opening of business or practice	Congratulations on the opening have arrived, and it seems they're paying attention.

Stable staff

One of the challenges of "Live G1 Stable" is how to get along with the stable staff. There is a lot of human drama going on in the stables.

The Role of the Stable Staff

Since the beginning of the business, the stables have had a stable keeper and an assistant trainer in addition to an assistant. Each of them is in charge of a horse and is involved in the care and training of the horse in his stable. Therefore, there is no doubt that how you deal with them will play a major role in the development of your stable. The roles of the stable keeper and assistant trainer are as follows.

Stable Staff

They are the people who take care of the horses on a daily basis, feeding them feed, washing their bodies, cleaning their stalls, and so on. It is their job to manage the horses' physical condition and temperament. The higher the level of the stable keeper, the easier it is for the horse in his charge to improve and maintain good condition. Each stable keeper can manage a maximum of two horses (a maximum of 10 stable keepers can be employed by a stable).

Assistant trainer

The assistant trainer's role is to train the horse. The higher the level of the assistant trainer, the more likely it is that the horse's ability will increase during the training session. Also, horses with temperamental problems are less likely to hang up at the end of a session. Each assistant trainer can train up to seven racehorses (up to three assistant trainers can be employed at a stable).

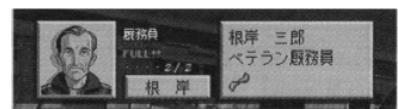
There are two main types of stable managers and assistant trainers: "General Stable Manager/Assistant Trainers" who can be hired using the "Hire" command on the Staff screen, and "Special Stable Manager/Assistant Trainers" who can be hired by the stable office when certain conditions are met.
There are two types of stable handlers and assistant trainers: "general stable handlers/assistant trainers" who can be hired using the "Hire" command on the staff screen, and "special stable handlers/assistant trainers" who can be hired by the stable office when certain conditions are met (see pages 11-15 for more information on special stable handlers/assistant trainers).

Growth of stable and assistant trainers

Stablekeepers and assistant trainers each appear before the player at a certain level. For example, Saburo Negishi, who has been with the stable since its opening, is a "veteran stable keeper," Akira Nakatsu is a "promising assistant trainer," and the general stable keeper is an "apprentice stable keeper.

The level of these stable managers and assistant trainers will naturally increase as each is put in charge of a racehorse.

Even if they do not achieve results in a race, for them the greatest appreciation is to be given a job, and if they always have a horse in charge, they will rise to a higher level. When they reach a certain level, they acquire special skills. Special skills affect the horse's abilities, so be patient with them and work with them to improve their level until they acquire as many special skills as possible (see page 10 for more information on special skills).

LEVEL 0 Apprentice
LEVEL 1 Newcomer
LEVEL 2 Beginner
LEVEL 3 Promising
LEVEL 4-5 for one person
LEVEL 6-8 Medium
LEVEL..9-10 First class
LEVEL 11-12 Veteran
LEVEL13-14 Leader
LEVEL 15 Master

Relationship between the stablemaster, assistant trainer and trainer

As I said at the beginning, the relationship between the trainer and the stable staff is important for the operation and development of the stable. The trainer and staff are bound by a relationship of trust, and each appears before the trainer with a unique level of trust when he or she appears. There are few staff members who are fully trusted from the very beginning of their employment. Rather, they are more likely to have problems, or to be somewhat problematic, performing their tasks but not taking the initiative. The best way to raise the level of trust is to give them a control horse and leave them to it.
If the trainer does not give a horse to the staff, or even if he does give a horse to the staff, he changes the horse because of poor performance, or the horse breaks down due to the trainer's error of judgment... If this kind of thing is repeated, the staff's trust level will quickly drop. Let's check the trust level on the staff screen results every week, and if the trust level is low, let's figure out what the cause is and deal with it.

Incidentally, note that if you keep asking the jockey to do the pre-race tailgating instead of letting the assistant trainer do it, your trust level will drop without your knowledge.

Relationship between the stable keeper or assistant trainer and the horse in charge

Just as important as the relationship of trust between the trainer, stable keeper, and assistant trainer is the chemistry between the stable keeper, assistant trainer, and the horse in charge. No matter how skilled the staff member is or how good the horse is, if they are not compatible, they will not be able to fully demonstrate their abilities to each other. If the staff member is left in charge of a horse with poor chemistry, the relationship of trust with the trainer will also be destroyed. If a staff member himself asks you to switch horses, do not hesitate to do so.

You can also tell the chemistry between your horse and the horse in charge by looking at the faces and comments of the staff inside the stable. Some people's facial expressions are difficult to recognize, so pay attention to their comments. Also, compatibility can be seen in facial expressions only after four weeks after the staff member has been assigned to the horse. If you look at them before that time, you will not be able to tell the degree of compatibility.

Hiring Staff

There are two buttons for hiring staff. One is to hire a general stable keeper or a general assistant trainer by using the Hire command on the Staff screen. The other is to hire a special stable keeper or assistant trainer who will appear when you meet certain conditions, such as the stable's atmosphere, the trainer's ranking, or the placing in a certain race.

The former can be hired whenever you open the Hire command, if it is there. If the number of horses under your management increases and you need more staff, you can hire them there. As for special stables staff and assistant trainers, they will visit the stables and ask to be hired if the conditions on pages 11–15 are met. Note, however, that if the number of staff members is at its maximum, you will not be able to hire them. You can hire them by immediately firing someone and opening the Hire command, but they are a little less trustworthy. If you don't hire someone and they disappear from the hiring screen, you have to wait for them to reappear randomly.

Dismissal of staff

I have a special stable manager that I really want to hire.
They've been asking me to hire them, but we already have 10 stable hands. What should we do?...This is probably not a concern in the first half of play, but as the years go by, you will probably have more and more problems with staff organization. You want to bring in as many capable people as possible, and it is natural to want to do so. When this happens, you have no choice but to tearfully dismiss one of the staff members who has worked so hard with you. Even though it is for the sake of the stables, the comments of the dismissed staff member are heartbreaking.

However, in order to achieve a big goal, we must not dwell on it forever. As a trainer, you have to have that kind of detachment. We have no choice but to work hard together with the new staff.

Staff Organization

The first thing to do when you hire a new staff member is to give him or her a horse. If a staff member is left alone after being hired, he or she will gradually become dissatisfied, so be sure to organize and assign them as soon as they are hired.

Voluntary resignation of staff – resignation

What happens to a dissatisfied staff member? If the staff screen performance commands an outburst of dissatisfaction, it means that the level of trust with the trainer has already dropped to a low level. If you leave the staff member alone without giving him or her a job, he or she will request voluntary resignation and leave the stable. This will not happen as long as the staff member is given a horse that is a good match for him or her. Frequently check the trust level of the staff by checking their performance on the staff screen. If you do not forget to do this, you will never encounter a situation where a staff member resigns. By the way, once a staff member is fired or resigns, he/she cannot be hired again, so be careful not to have a special stable keeper or a special assistant trainer resign.

Special Skills

Each special stable keeper and assistant trainer is extremely individualistic. Therefore, there are many, many different special abilities that they acquire as they grow.

Special skills of the stable keeper and assistant trainer

If you look at the information on the staff in the stables, you will notice that there are symbols under the name and the level of the stable keeper and assistant trainer. These are icons for special skills, which the stable keeper and assistant trainer acquire as they progress in their reperatory.

A racehorse managed by a stable keeper or assistant trainer who has a special skill will have its speed and stamina increased or decreased depending on the skill. However, keep in mind that these special skills do not increase a racehorse's ability by 200%, but are designed to bring out 100% of the abilities it has. In the case of a racehorse with no ability to begin with, this means that even if a stable keeper or assistant trainer with special capabilities is assigned to the horse, there will be no significant change.

List of Special Skills

Speed UP

Increases the speed ability that the horse in charge has.

Dash UP

Increases the dash that the horse in charge has.

Stamina UP

The stamina possessed by the horse in charge is increased.

Turf aptitude UP

The horse in charge will be able to demonstrate his abilities in races held on turf.

Dirt aptitude UP

The horse in charge will be able to demonstrate his abilities in races held on dirt.

Suitability for both turf and dirt is up.

It will allow the horse in charge to fully demonstrate his abilities in both turf and dirt races.

Recovery UP

The horse in charge will become stronger and more resilient to fatigue. This will make the horse strong enough to run in the next race without having to leave a question gap after the race.

Recovery DOWN

The horse in charge will be less able to recover from fatigue. Once a horse is used in a race, it may have to be kept away for months to recover from fatigue...

Temperament UP

If a horse is having trouble with a rough temperament, it is less likely to get into a race.

Hot Tempered

The horse in charge becomes rough. The horse will be easily caught up in races and at the end of a race. A horse with a rough temperament can also have a bad influence on other horses in the stable...

Timid

The temperament of the horse in charge becomes timid. When he goes to a race, he becomes concerned about other horses, making it difficult for him to show his true potential.

Guts to win UP

The guts of the horse in charge of the race will increase. They will show their guts and run in races that are close to the finish line.

Guts to win DOWN

The winning spirit of the horse in charge goes down. In a close race, the likelihood of losing the race increases.

Suitability for muddy track UP

The horse in charge will be able to show his ability in a race on a muddy track. They will be able to run through the race without worrying about the rainy day or the damaged track at the end of the event.

Suitability muddy track DOWN

The horse in charge will have less aptitude on heavy (muddy) ground. If possible, it would be better to avoid running on bad ground.

Physical quality UP

The constitution of the horse in charge will improve. A strong horse must be healthy. Along with resilience, improving constitution is an important factor.

Physical quality DOWN

The constitution of the horse in charge deteriorates. They tend to get out of shape and have difficulty staying in shape ... .

Compatibility (free)

No matter which horse you work with, you will have a good chemistry. Depending on the chemistry with the assistant trainer and stable keeper, the horse can be strong or weak. This may be the most important skill.

Special Skill Acquisition Level

Special skills are acquired by all special stables keepers and assistant trainers, but each person can acquire different skills. Each person can acquire up to three skills, but each skill must be developed to a certain level before it can be acquired (there are 15 levels in total; see page 8 for the names of the levels). (There are 15 levels, see page 8 for the names of the levels).

Check out the skills that each stable keeper and assistant trainer can acquire and their acquisition levels on pages 11–15, and carefully consider whom to hire.

Incidentally, the general stable keeper and the general assistant trainer get the special skill "compatibility free" for the first time when they reach the maximum level of mastery.

Introduction to Stablekeepers and Assistant Trainers

The staff that appears on the is made up of 44 people, including 31 stable hands and 13 assistant trainers. Whether or not you can make these unique individuals work depends on your skill as a trainer.

Numerous characters appear in "Jikkyo G1 Stable. While the owner of the horse is of course important, the stable keeper and assistant trainer are indispensable in the development of a winning horse. If you want to have as many powerful staff members as possible in your stable, check out the following conditions for the appearance of stable keepers and assistant trainers and try to make them your friends.

Conditions of Appearance
Stable atmosphere level of of 6 or higher
I have any of the KRA awards.
Finish in the top 5 of the following:
Takeaki S (1st Kokura 2nd BR Open), Akigawa Special (3rd Tokyo 2nd 4th under 9 million), Akirei S (4th Tokyo 2nd 7th under 16 million), Lanju Special (5th Tokyo 3rd 6th under 9 million)

Skill Acquisition Capacity (Acquisition level)
1: Constitution UP (mid-level)
2: Turf Aptitude UP (First Class)
3: Aptitude for heavy horse racing is up (leader)

Saburo Ishii
(Stablehand)

Conditions of Appearance
Stable Atmosphere 5 or lower
Finish in the top three of: Ishimizu S. (1 Kyoto 4th 7R, 16,000,000 under), mare conceived by Toyama Farm; Bloodstone S. (2 races, Nakayama 4, 6R, 1600,000 under 10,000)
Ishikari Special (2 Sapporo 2nd 5R, Takumi)

Acquisition special ability (Acquisition level)
1: Dirt aptitude UP (promising)
2: Aptitude for heavy horse racing (first class)
3: Winning spirit UP (Leader)

Conditions of Appearance
Stable atmosphere level of 6 or higher
Trainer ranking 80th or higher
Finish in the top 5 in either:
Otsu Special (2 Kyoto 4th 6R 9 million under)
Onuma S (1 Hakodate 2nd 8R 16 million under)
Taisetsu H (1 time Reihoro 2 days BR 16,000,000 under)
Ohara S (5th Kyoto 2 Day 6R, under 16,000,000)

Acquisition aptitude (acquisition level)
1 :Dirt aptitude UP (middle class)
2: Resilience UP (First Class)
3: Constitution UP (Veteran)

Conditions of Appearance
Stable atmosphere between 6-8
More than one female character on the stable staff
Finish in the top 5 in any of the following:
Shonan Special (3 times Tokyo 3rd 4R 9 million under)
Summer S (2 Kokura 1 Day 6R, 16 million under)
Marlene S (2nd Hakodate 4th 7R Oven)

Skill Acquisition Capacity (Acquisition level)
1: Resilience UP (promising)
2: Constitution UP (mid-level)
3: Dirt aptitude UP (sticky run)

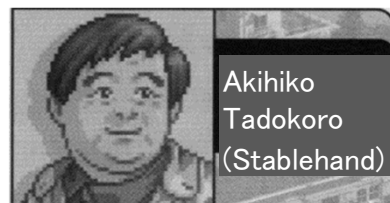
Conditions of Appearance
Stable atmosphere level 6 or higher
Two dedicated horsemen.
Finish in the top 5 in any of the following:
Gaji S (1Kyoto 3, 7th R, 16 million under)
Kikogawa Special (1st Hakodate 2nd 6R, 5,000,000 under)
Momi no Ki Prize (3rd Chukyo 3rd 4R 5,000,000)
Mochinoki Prize (5th Kyoto 3rd 4R, under 5,000,000)

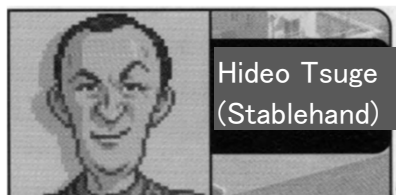
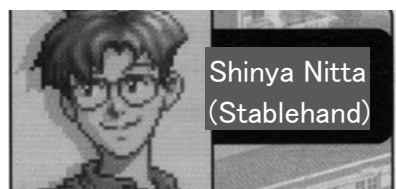
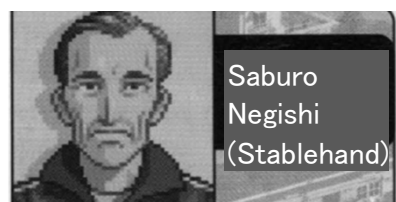
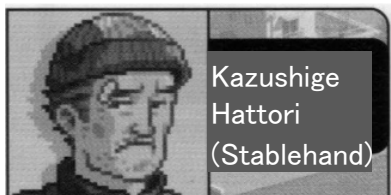
Skill Acquisition Capacity (Acquisition level)
1: Turf Weekly UP (Promising)
2: Aptitude for heavy-horse, muddy racing UP (first-rate)
3: Physical quality UP (veteran)

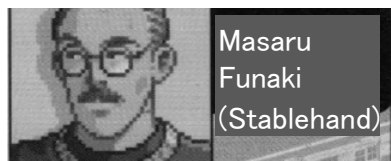
Conditions of Appearance
Stable atmosphere degree between 3 and 8
Stallions exist at Toyama Ranch.
Finish in the top five in one of the following:
TVh (1 Hakodate 1 day 7R 9 million under)
TUF Sheet (1st Fukushima 2nd 7R 16,000,000)
STV Sheet (2 Hakodate 1 Day 5R, under 9,000,000)
KBC Sheet (2 Kokura 1st 7R Open)
NST Award (2 Niigata 2, 7R, 9 million under)
HTB (2 Hakodate 3rd 6R, under 9 million)
UHB Sheet (2nd Hakodate 3rd 7R Open)
BSN Open (2nd Niigata 3rd 7R Open)
TVQ Sheet (3 Kokura 1 day 5R 9 million under)
HBC Sheet (1 Sapporo, 3rd, 7th R, 9 million under)
UHB Sheet (2 Sapporo, 2nd 7R, 16 million under)
TVK TV Award (5th Tokyo 2-day 9 million under)

Acquisition aptitude (acquisition level)
1 : Temperament UP (one of a kind)
2: Body Condition Down (Medium)
3: Aptitude for Heavy, muddy Races Up (Leader)

Conditions of Appearance
Stable atmosphere between 4 and 6
Stable total number of wins is 50 or more.
Finish in the top three in one of the following
Otaru Special (1st Sapporo 3rd, 6th R, 5,000,000 under)
Kokurayama Special (3rd Kokura, 3rd day, 6thR, under 9 million)
Nishiwaki Special (4th Hanshin 2nd 5R 5,000,000)

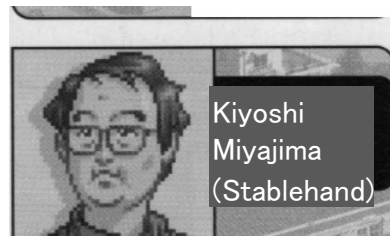
Acquisition aptitude (acquisition level)
1 : turf aptitude UP (first class)
2: Aptitude for heavy, muddy racing UP (Veteran)
3: Guts to win UP (Master)

Conditions of Appearance
Stable Atmosphere 8 or higher
Less than 5 horses under management
Finish in the top 5 in any of the following:
Ikuta Special (3 times Hanshin 4th 5R 9 million under)
Hakkoudasan Special (2 Hakodate 2nd 5R, under 5,000,000)

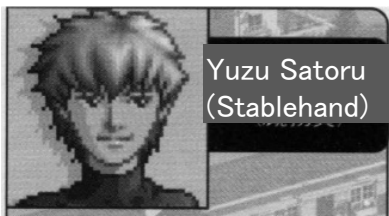
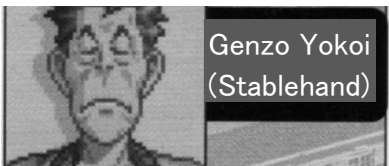
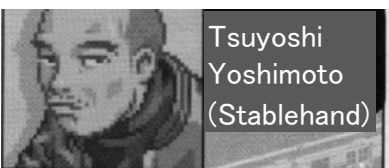
Skill Acquisition Capacity (Acquisition level)
1: Constitution UP (middle)
2: Temperament timidity UP (first class)
3: Both turf and dirt suitability UP (leader)

Appearance Conditions
Stable Atmosphere 7 or higher
80 or more wins in the stable
Finish in the top 3 in any of the following:
White Plum Award (1 time Kyoto 4th 5R 5,000,000 under 5,000,000)
Kanbai Award (1race Kyoto 4th 5R 5,000,000 under 5,000,000)
Koumei S (1Time Kyoto, 4th 8R Open)
Umehana-sho (2 Kyoto 3rd 5R 5M under 5M)
Tobiubai Award (2nd Kyoto 4th, under 5,000,000)
Acquired Special Ability (Acquisition Level)
Acquired special ability 1: Returnability to turf UP (first-class)
Acquired special ability 2: Aptitude for heavy tracks UP (Veteran)
Acquired special ability 3: Guts to win UP (Master)

Appearance Conditions
Stable atmosphere level 8 or higher
A horse from one of Rokko, Nanamura, Yasunaga, or Kuriyama
Has a connection with the owner.
Finish in the top 5 in any of the following:
Shinryokusho (2 times Sokkyo 1st 4R, under 5,000,000)
Niigata Nippo Award (3 times Niigata 2nd 8R Open)
Doshin Cup (2 Sapporo 1st 8A Open)
Doshin Sports Award (2 Sapporo 4th 5R 9 million under)
Shinryo Special (4 times Hanshin 3rd 6R 9 million under)
Acquired Special Ability (Acquisition Level)
Acquired special ability 1: Constitution UP (one's own)
Acquired special ability 2: Resilience UP (middle level)
Acquired special ability 3: Dirt aptitude UP (Veteran)

Appearance Conditions
Staff at opening
Acquisition special ability 1: Resilience UP (default)
Acquired special ability 2: Competitive spirit UP (Grand Master)
Acquired special ability 3: Temperament UP (Master)

Appearance Conditions
Stable atmosphere level 4 or lower
Trainer Ranking 80th or lower
Finish in the top 5 in any of the following:
Takatori Special (3 times Hanshin 2nd 7R, under 9 million)
Choumangu Special (2, Hakodate 4th 5R, under 5 million)
Katori Special (5th Nakayama 3rd 5R 5M under 5M)
Acquired Special Ability (Acquisition Level)
Acquired special ability 1: Winning ability UP (first-class)
Acquired special ability 2: Resilience DOWN (veteran)
Gain special ability 3: Aptitude for the heavy racecourse UP (Master)

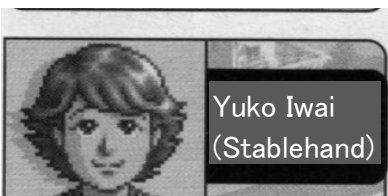
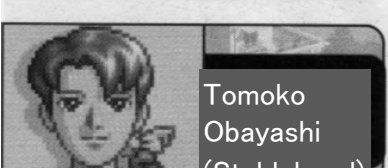
Appearance Conditions
Stable atmosphere level 7 or higher
Has won any KRA awards.
Finish in the top 5 in any of the following:
Hamanako Special (2 times Chukyo 2nd 7R, under 9 million)
Shichiehama Special (2 times Hakodate 1st 4R, under 9 million)
Yuhama Special (2 times Hakodate 3rd 4R, under 5 million)
Acquired Special Ability (Acquired level)
Acquired special ability 1: Constitution UP (middle level)
Acquired special ability 2: Turf aptitude UP (Veteran)
Acquired special ability 3: Aptitude for heavy tracks UP (Grand Master)

Appearance Conditions
Stable Atmosphere Level 8 or higher
100 or more wins in the stable
Finish in the top 5 in any of the following:
Funabashi S. (3 times Nakayama 1st 7R, under 16,000,000)
Shifune S (4 Kyoto 4th 7R, under 16,000,000)

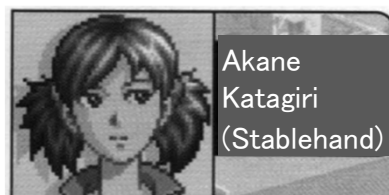
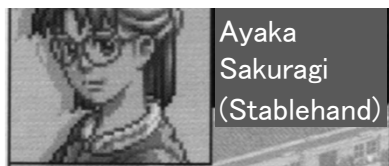
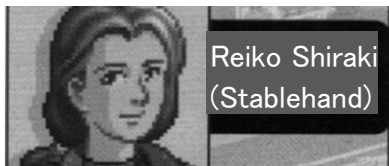
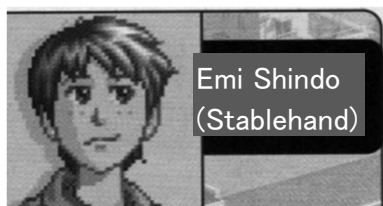
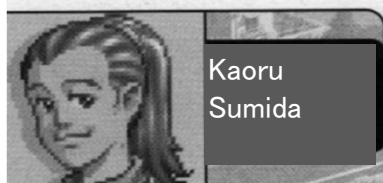
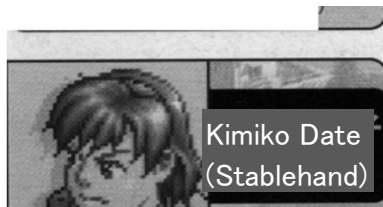
Acquired Special Ability (Acquisition Level)
Acquisition special ability 1: Resilience UP (middle level)
Acquired special ability 2: Aptitude for heavy tracks UP (Veteran)
Acquired special ability 3: Aptitude for both turf and dirt tracks UP (Okaisho)

Appearance Conditions
Stable atmosphere between 4~8
Number of horses under management is more than 10.
Finish in the top 5 in any of the following:
Tajima S (1 time Hanshin 4th 7R 16,000,000 under)
Bajikai Cup (3 times Nakayama 2B7R, under 16 million)
Jimba Special (2, Tokyo, 2nd 6R, under 9 million)
Hakusadake Special (1Niigata 4th 7R, under 9 million)
Aiyoke Special (3 times Fukushima 1st 5R, under 5,000,000)
Acquired Special Ability (Acquisition Level)
Acquired special ability 1: Resilience UP (promising)
Acquired special ability 2: Aptitude for heavy tracks DOWN (one of the best)
Acquired special ability 3: Aptitude for both turf and dirt tracks UP (top class)

Appearance Conditions
Stable Atmosphere 4~6
At least 10 horses under management
Finish in the top three in any of the following:
Kamigamo S (3 times Kyoto 2day 8R 16 million under)
Kyushu Suburbs Cup (2, Kokura, 2 days, 6th R, under 9,000,000)
Kujukuri Special (4 times Nakayama 4th 5R 9 million under)
....
Acquisition Special Ability (Acquisition level)
Acquired special ability I: Resilience UP (First-class)
Acquired special ability 2: Structure UP (Grand Master)
Acquired Special Ability 3: Temperament UP (Master)

Appearance Conditions
Stable atmosphere level 7 or higher
5 or more horses under management
To be placed in the top 5 in any of the following events.:
Kashima Special (3 times Nakayama 3rd 6R 9 million under)
Itsukurushima Special (1Kokura, 6R5,000,000)
Watarushima Special (Hakodate 4th 6R, under 5,000,000)

Acquisition special ability (Acquisition level)
Acquired special ability 1: Aptitude for heavy-horse tracks UP (first-class)
Acquired special ability 2: Resilience UP (Veteran)
Acquired special ability 3: Aptitude for turf UP (Grand Master)

Appearance Conditions
Stable atmosphere level 2 or lower
Has won at least one G1
When a horse has not won for 2.5 years (30 months)
Acquisition special ability (Acquisition level)
Acquired special ability 1: Compatibility free (one of a kind)
Acquired special ability 2: Temperament UP (middle level)
Gain special ability 3: Winning spirit UP (Veteran)

Appearance Conditions
Stable atmosphere level 5 or lower
Trainer Ranking 60th or lower
Finish in the top 5 in any of the following:
Mikawa Special (2nd Chukyo 3rd 6R 9 million under)
Yokotsudake Special (3 days, Hakodate, 5R, under 5,000,000)
Sannenzaka Special (3rd Kokura 3rd 5R under 5,000,000)
Acquisition special ability (acquisition level)
Acquisition special ability l: Constitution UP (middle level)
Acquired special ability 2: Dirt aptitude UP (medium level)
Acquired special ability 3: Aptitude for heavy (muddy) tracks UP (medium level)

Appearance Conditions
Stable atmosphere level 4 or lower
The course record has been updated by the player.
The winner must finish in the top five of one::
Horaijiyama Special (1 day 6R5,000,000 in Chukyo)
Myoigagaku Special (3 times Kokura 1 day 4R 5,000,000 under)
Iioji Special (2nd Fukushima 4th 6R 5,000,000 under)
Finish within the top 5 in any of the following
The winner must finish in the top five in one of the followir events. The winner must finish in the top five in one of the following events.
Acquired Special Abilities (Acquisition Level)
Acquired special ability 1: Winning spirit UP (middle level)
Acquired special ability 2: Temperamental (-stream)
Acquired special ability 3: Both turf and dirt UP (Master)

Appearance Conditions
Stable atmosphere level 8 or higher
Trainer Ranking 30th or higher
Finish in the top 3 in any of the following:
Moony Paree RC Prize (3 times Kyoto 1 day 4R, under million)
Sydney T (3 times Kyoto 1 day 5R under 9 million)
Melbourne T (3 times Kyoto 1 day 6R 9 million under)
Australia T (3 Kyoto 1 Day 7R, under 16 million)
The winner must finish in the top three in one of the fo races.
Acquired Special Ability (Acquisition Level)
Acquired special ability l: Constitution UP (first-class)
Acquired special ability 2: Guts UP (Great)
Acquired special ability 3: Resilience UP (Master)

Appearance Conditions
Stable atmosphere level 8 or higher
Friendship level of Mr. Toyama is MAX.
Finish within 5th place in Mimosa Palace (3rd Nakayama 3rd 5R, under 5,000,000)
Finish in the top 5.
Acquisition Special Ability (Acquisition Level)
Acquired special ability 1: Resilience UP (Promising)
Acquired special ability 2: Constitution UP (Mid-level)
Acquired special ability 3: Aptitude for both turf and dirt UP (First-rate)

Appearance Conditions
Stable Atmosphere 8 or higher
100 or more wins in the stable
Finish 5th or better in the Freeway S. (3 times in Kyoto 1 day 6Rl 6,000,000
(3 times in Kyoto, 1 day, 6Rl6,000,000)

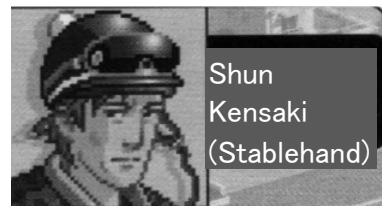
Acquisition Special Ability (Acquisition Level)
Acquired Special Ability 1: Turf Aptitude UP (one level)
Acquired Special Ability 2: Aptitude for weight tracks UP (first class)
Acquired special ability 3: Winning spirit UP (Grand Master)

Appearance Conditions
Stable atmosphere between 3~7
Connected to X Farm
Finish 3rd in Hatsukane-sho (l9 million under 6R, 3rd day of Nakayama)
Finish within the top 3 in Hatsukane-sho (the 3rd Nakayama 6R, 9,000,000)
The condition of the appearance of the stable is 3~7.
Special ability gained (level of gain)
Gain special ability l: Temperament UP (Kaked out)
Acquired special ability 2: Constitution DOWN (one's own)
Acquisition special ability 3: Winning spirit UP (Veteran)

Appearance Conditions
Stable atmosphere level 9 or higher
At least one assistant trainer is a female character.
Finish within 3 in Orihime Borrowing (1st Fukushima 4th 6F 9,000,000)
Finish within the top 3 in the Orihime Loan (1st Fukushima 4th 6R, 9,000,000)
Acquisition special ability (acquisition level)
Acquired special ability 1: turf/dirt UP (novice)
Acquired special ability 2: Temperament timidness (one's own)
Acquired special ability 3: Aptitude for heavy, muddy horse racing UP (middle class)

Appearance Conditions
Stable atmosphere level 7 or higher
Yoshimoto Tsuyoshi, Hattori Kazuyoshi, Koide Hajime Hattori, Shumpei Imamura are not on staff the staff.
Finish in the top 3 in the Elfin S. (2nd Kyoto 3-Day BR Open)
Finish in the top 3 in the Elfin S.
Acquired Special Ability (Acquisition Level)
Acquired special ability l: Constitution UP (middle level)
Acquired special ability 2: Dirt aptitude UP (Veteran)
Acquired special ability 3: Temperament UP (Grand Master)

Appearance condition stable atmosphere level 7 or higher
Masami Oyama exists in the stable.
Turquoise S (5th Nakayama 1st 7R Open)
Finish within 5 foals in the Turquoise S.
Acquisition Special Ability (Acquisition Level)
Acquired special ability l: Constitution UP (one level)
Acquired special ability 2: Dirt aptitude UP (middle level)
Acquired special ability 3: Resilience UP (Veteran)

Appearance Conditions
Stable atmosphere level 8 or higher
Connected to Kurinishi Farm
Finish within the top 3 in Loperia 100 (3rd Tokyo 3R, 5,000,000).
••••••••
Acquired Special Ability (Acquisition Level)
Acquired Special Ability 1: Dirt Aptitude UP (Promisin
Acquired Special Ability 2: Constitution UP (Medium)
Acquired special ability 3: Temperament UP (Veteran)

Appearance Conditions
Stable Atmosphere Level 4 or lower
At least one horse in the Hall of Fame
Finish within the top 3 in Date Special (3rd Fukushima 3rd 4R, under 5,000,000).
Acquisition of Special Ability (Acquisition level)
Acquired special ability 1: Guts UP (Promising)
Acquired ability 2: Rough temperament (one of a kind)
Acquired special ability 3: Aptitude for heavy tracks UP (first-rate)

Appearance Conditions
Stable atmosphere level 8 or higher
Ranked 40th or higher in the trainer ranking
Finish within the top 3 in the Saffron Award (4th Tokyo 185R, under 5,000,000).
Acquisition of Special Ability (Acquisition level)
Acquired special ability l: Turf aptitude UP (starting out)
Acquisition special ability 2: 1 Essence UP (Promising)
Acquired special ability 3: Temperament UP (first-rate)

Appearance Conditions
The 3rd week of January immediately after opening
Acquired special ability (acquired level)
Acquired special ability 1: Temperament UP (novice)
Acquired special ability 2: Constitution UP (First-class)
Acquired special ability 3: Resilience UP (Grand Master)

Appearance Conditions
Stable atmosphere level 7 or higher
Stable staffs are all female.
Finish in the top 10 in any of the following:
Palentine S. (1st Tokyo 3rd 8R, under 16,000,000)
Hanazono S. (5th Kyoto 4th, 7th, under 16,000,000)
•••••••
Acquired Special Ability (Acquired level)
Acquired special ability 1: Temperament UP (leader)
Acquisition special ability 2: None
Acquisition special ability 3: None

Appearance Conditions
Stable atmosphere level 4 or lower
One of the following stablemasters exists in the stable: Tsuyoshi Yoshimoto, Kazuyoshi Hattori, Kazuo Koide
Finish within 5 of any of the following:
Macau J.C.T. (2 times Chukyo 1 day 5R, under 5,000,000)
Thailand C (2 times Chukyo 1 day 6R 9 million under)
Hong Kong J.C.T. (2 times Chukyo 1 day 7R Open)
Malayan R.A.T. (2 times Chukyo 1 day 7R 6 million under)

Acquisition of special remaining ability (Acquisition level)
Acquisition special ability 1:Dash UP (veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Appearance Conditions
Stable Atmosphere Level 5 or lower
The most outstanding short-distance horse in the KRA Awards.
Finish in the top 3 in any of the following:
Seikan S (1st Hakodate 3rd 7R Open)
Hokuto Award (2 Sapporo 1st 7R, under 9,000,000)
Akimoto-ko Special (3rd Fukushima 1 Day 6R 5 Million Under)
Acquired Special Ability (Acquired lepel)
Acquired special ability 1:Speed UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Appearance Conditions
Atmosphere level between 4 and 7
At least 5 horses under management
Finish in the top 3 in any of the following:
Furano Special (1 Sapporo 1st 5R, under 5,000,000)
Shirakaba S. (1 Sapporo 4th BR 16,000,000)
Saigo Special (3 times Fukushima 2nd 7R 9 million under)
Acquired Special Ability (Acquired Rehearsal)
Acquired special ability 1: Stamina UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Appearance Conditions
Stable atmosphere level between 4 and 6
There is no female character in the stable staff.
Finish in the top 5 in any of the following
Hinoyama Special (1st Kokura 3rd, 7th, under 9,000,000)
Otokoyama Special (3rd Kokura 4th, 5th R9,000,000)

Acquired Special Ability (Acquired levell)
Acquired special ability 1: Stamina UP (leader)
Acquired special ability 2: None
Acquisition special ability 3: None

Nobuyuki Semura assistant trainer

Appearance Conditions
Stable atmosphere level 6 or higher
Trainer Ranking 50th or higher
Finish in the top 5 in any of the following:
Seto Special (1st Chukyo 2nd 7R 9 million under)
Takasegawa Special (3 Kyoto 3rd 5R, under 9 million)
Yase Special (5th Kyoto 2-day 5R 9 million under)
Sakasegawa S (5th Hanshin 3rd 7R, under 6 million)
Acquired Special Ability (Acquired levell)
Acquired special ability 1: Speed UP (first-class)
Acquired special ability 2: None
Acquired special ability 3: None

Koichi Nakatsu assistant trainer

Appearance Conditions
Staff at opening
Acquisition special ability (acquisition level)
Acquired special ability 1:Speed UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Manabu Nakamoto assistant trainer

Appearance Conditions
Stable atmosphere level 8 or higher
Trainer Ranking 50th or higher
Finish in the top 5 in any of the following:
Mid-Autumn S (4 times Hanshin 2nd 8R 16 million under)
Nakatsuyu S (5th Nakayama 1 day 6R 16 million under 16 million)
Acquisition of special remaining ability (acquisition level)
Acquired special ability 1: Dash UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Hideo Noro assistant trainer

Appearance Conditions
Stable atmosphere level 5 or higher
Either Saburo Kishi or Kaori Wada is around
Finish in the top 3 in any of the following:
Noichibin (3 times Hanshin 2nd 5R, under 5,000,000)
Nojikagiku S. (4 times Hanshin 1st 6R 9 million under)
Nojigiku S (4 times Hanshin 4th 7R Open)
Narashino Special (4, Nakayama 3rd, 4th, under 5,000,000)
Acquired Special Ability (Acquired level)
Acquired special ability 1: Stamina UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

Kyoya Fushin assistant trainer

Appearance Conditions
Stable Atmosphere Level 3 or lower
Win more than 200 races at the stables in total.
Win the Kaminazuki S. (4th Tokyo 3-Day BR Open)

Acquired Special Ability (Acquisition levell)
Gain Special Ability 1: Dash UP (First Class)
Acquired Special Ability 2: Winning spirit UP (Master)
Acquired special ability 3: None

Yuriko Hayami assistant trainer

Appearance Conditions
Atmosphere level 7 or higher
Stable total of 100 or more wins
Finish 3rd or better in the Usuyuri S. (2nd Chukyo 2nd 7R 9,000,000)
Acquired Special Ability (Acquisition level)
Acquired special ability l: Speed UP (First-class)
Acquired special ability 2: None
Acquired special ability 3: None

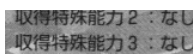
Ayaka Mizutani, assistant trainer

Appearance Conditions
Stable atmosphere level 9 or higher
Stable staff does not include Tsuyoshi Yoshimoto, Kazushige Hattori, Kazuo Koide, and Shunpei Imamura.
Finish within 5th place in Ayame-sho (3 times Kyoto 3rd 4R 5,000,000 under 5,000,000).
(3 Kyoto 3rd 4R 5,000,000) and finish in the top 5.
Acquisition of Special Ability
Acquired Special Ability 1: Stamina UP (First Class)
Acquisition special ability 2: None
Gain Special Ability 3: None

Yuka Matsushita assistant trainer

Appearance Conditions
Stable Atmosphere Level 4~6
Connected to Maxim Farm
Finish within top 3 at Akamatsu-sho (5th Sokkyo 4th 4R, under 5,000,000)
Gain Special Ability (Gain Rehearsal)
Acquired special ability 1: Stamina UP (Veteran)
Acquired special ability 2: None
Acquired special ability 3: None

General stablehand

Appearance Conditions
At irregular employment command.
Acquisition special ability (acquisition level)
Acquisition special ability l: compatibility free (master)
Acquisition special ability 2: None
Gain Special Ability 3: None

General Assistant training assistant

Appearance Conditions
At irregular employment commands.
Acquisition Special Ability (Acquisition level)
Acquisition special ability 1: Compatibility free (master)
Acquisition special ability 2: None
Acquisition special ability 3: None

Exclusive Jockeys

In February of the third year of opening the stables, you will welcome a new jockey who will debut that year. Let him/her gain experience and become the No. 1 jockey.

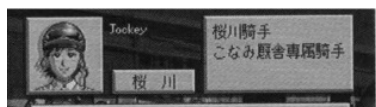
Acceptance of new riders

In February of the third year of operation, the assistant is approached to accept a new jockey; one of the three new riders is selected, and the following March he/she joins the stable as an exclusive jockey. As with the managed horses, whether or not the exclusive rider develops depends on the training policy of the player, the trainer.

The ability of a dedicated jockey to...

The ability of a new jockey who has just joined the stable is the lowest of all jockeys in all aspects. Nevertheless, by having them ride in many races and gaining experience, their ranks will rise to the highest. If a jockey is not asked to ride because he cannot win no matter how many times he rides, his ability will never improve.

In addition, if a horse has won less than 20 races within three years of his debut, he will lose 3 kg if he has won less than 20 races, 2 kg if he has won less than 30 races, and 1 kg if he has won less than 100 races.

I know there will be many disappointments such as late starts, falling off horses, and betraying the most popular horse, but let's nurture him/her with an eye on the future. No matter how big a rider he/she becomes, they will always be a reliable presence who rides the stable's own horses. By the way, the specialty of our exclusive jockeys is "Freely."

Participate in the World Jockey Series!

The World Jockey Series is held at Hanshin Racecourse at the end of the year. Eight top-class international jockeys, one regional jockey, and four KRA jockeys compete in four races for the championship. Points are awarded according to the order of finish, and the jockey with the highest total points from the four races is declared the winner. A jockey who is the exclusive rider for their stable is eligible to participate in the World Jockey Series as long as he/she was in the stable by the first week of December and ranked in the top 10 in the jockey standings at that time. If they do compete, we hope they will do his best to become the No. 1 jockey.

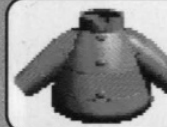
Exclusive Rider Profile (Growth Capacity), Comment

level of ability	Good start	Good at making peace with the situation	Good pacing	Good whip control in the pursuit
Level 0	Improving starting technique.	Focus on the fold	Aiming for a low-loss ride	Seek the straight line
Level 1		Good balance, stable performance	Starting to see where race is going	Chase skills shine
Level 2	Reputation for getting off to a good start	I'm starting to understand the horse's feelings.	Skills shine in long-distance races	Bets everything on straight lines
Level 3	starting technique strong	I can get along with any horse.	Make own race pace	Powerful arms in a straight line
Level 4	The best start dash in Japan	No. 1 in Japan for getting along with horses	No 1 in japan for judging pace	No. 1 in Japan

Total Level	No difference in the above four abilities among male riders.
Level 0-3	promising young person
Levels 4-7	Unlimited potential
Levels 8-11	Genius with momentum
Level 12-15	The most popular jockey of the moment
Level 16	A prodigy jockey who is flapping his wings around the world!

Total Level	No difference in the above four abilities among female riders.
Level 0-3	promising young person
Levels 4-7	Unlimited potential
Levels 8-11	Turf Idol withomentum
Level 12-15	Idol jockey of the moment
Level 16	An idol rider who flutters around the world!

Other capacity comments	
Max. start and fold.	Started off well and got on well.
Max. start and pace judgments	Started off with no complaints on the road.
Max. start and drive.	Starts with no complaints about his competitive spirit.
Max. folding and pace judgment	No complaints about decisions made along the way.
Fold and drive to the max.	Winning spirit is unquestionable.
Pace judging and driving are maxed out.	On the road, no complaints about the courage to compete.
Max. start, folding, and pace judgment.	No error in judgment of the situation.
Max start, fold, and drive.	Does not lose sight of the horse
Max. start, pace judging, and driving.	No one is blind to the race.
Max. folding, pace judging, and driving.	There is no error in judgment when it comes to the game.
When you haven't played a single game.	waiting for one's debut match

Relationships with Horse Owners

In order to secure horses to enter the stables each year, it is important to deve friendly relationships with horse owners. The key to success lies in how well you g along with both large and small horse owners.

Mr. Ichikawa

President of a transportation company

Small horse owner

Crown name: Ichiban

Mr. Rokko

mystery novelist

Horse owner motivated to win

Crown name: Mount

Akai (Michael C. Rep)

club for owners of jointly owned h who buy their horses on a subscr basis

Focus on the joy of running a hor meeting buy

Crown name: Michael

Lady Nigawa

Boutique

Only female horse owner in the game

Crown name: Nyu

Mr. Nanamura

President of a real estate company

Determined to win the Japan Derby.

Crown name: Nijiro

Mr. Aota (Town HC Representativ

club for owners of jointly owned horses who buy their horses on a subscription basis

The ideal horse is a strong, long-talking, dynamic horse.

Crown Name: Town

Mr. Mitsui

Restaurant chain

Owns primarily market-traded horses

Crown name: Thanks

Mr. Yasunaga

President of an advertising agency

Large owner of a number of good horses

Crown name: Mugen

Mr. Momouchi

Ranch manager of a traditional ra

Goal is to win all domestic G1 sal

Crown name: Tauzai

Mr. Shimura

film critic

Primarily owns market traded horses

Crown name: Cinema

Mr. Kuriyama

Chairman of a major city bank

A very big horse owner with a lineup of good horses.

Crown name: Cream

Kimura, Representative of X

owner-breeder

Actively challenge overseas G1

Crown name: X

Mr. Goto

President of trading company

Horse owner who owns primarily foreign-bred horses

Crown name: Gothic

Mr. Toyama

President of eyeglass retailer

Has had a deep friendship with the player since the beginning of the stable's opening.

Crown name: None

Mr. Midorikawa (Maksim Farm

owner-breeder

Dream of producing world-class horses

Crowned name: Maksim

Horse Owner Relationship Chart

Horse owner's name	Initial Friendship	Friendly horse owners	end-of-year Request to join a stable	International 3-Year-Old Horse Sale	Domestic 2-Year-Old Horse Sale	transaction conducted by the supplier of a futures contract	domestic mare auction	Int' l Mare Sale	taking up a challenge abroad
Ichikawa	○	Mr. Rokko	○ Nakamura Farm	×	○	×	×	×	×
Nigawa	○	Mr. Nanamura	○ Nakamura Farm	×	○	×	×	×	×
Mitsui	○	Mr. Yasunaga	○ Ono Farm	×	○	×	×	×	×
Shimura	○	Mr. Toyama	○ Ono Farm	×	○	×	×	×	×
Goto	○	×	×	○	×	×	×	×	×
Rokko	×	Mr. Kimura	○ Hirose Farm	×	×	○ Hirose Farm	×	×	×
Nanamura	×	Mr. Kimura	○ Hirose Farm	×	×	○ Hirose Farm	×	×	×
Yasunaga	×	Mr. Midorikawa	○ Otaki Farm	×	×	○ Otaki Farm	×	×	×
Kuriyama	×	Mr. Midorikawa	○ Otaki Farm	×	×	○ Otaki Farm	×	×	×
Toyama Toyama ranch	○	×	×	○	○	○ Ranch Selection	○	○	×
Akai Michael C.	○	Mr. Momouchi	○ Nakamura Farm	×	×	○ Tozai Ranch	×	×	×
Aoda Town HC	○	Mr. Momouchi	○ Ono Farm	×	×	○ Tozai Ranch	×	×	×
Momouchi Tozai Ranch	×	×	○ Tozai Ranch	×	×	×	×	×	×
Kimura X Farm	×	×	○ X-FARM	×	×	×	×	×	○
Midorikawa Maksim Farm	×	×	○ Maxsim Farm	×	×	×	×	×	○

Develop friendships with horse owners

In December, after opening the stables, we immediately received requests from horse owners for new horses to be placed in the stables for the next year. Except for Mr. Toyama, with whom we have had a close relationship since the opening of the business, these are all horse owners with whom we are not acquainted. At the beginning of the game, one might think that we would be relying on Mr. Toyama, but that is not the case. First, let's take a look at the table above. The owners with whom you have a friendly relationship at the initial stage are marked with an ″O″, and from the very first year, these are the only people who ask you to enter their stables or accompany them to the auction market.

At first, we will take care of their horses and run them in races. Another thing to look out for there is the friendship between horse owners in the adjacent column. For example, when Mr. Ichikawa 's horse is put into action and his friendship level is raised to MAX, he talks to Mr. Rokko, a horse owner with whom he has a close relationship. Mr. Rokko will then ask him to bring in a new horse or make a deal with his yard. When a horse entrusted to him by Mr. Rokko wins again and again, he tells Mr. Kimura of X Farm, with whom he has a close friendship. Thus, in the beginning, the process is small-scale.

However, the reputation of the owner spreads to medium-sized owners with whom the owner has a close relationship, which in turn spreads to large-scale owners, and so on, naturally building up a wide range of friendships from horse farms to horse racing circles.

Increase your level of friendship with the horse owners

Requests from horse owners to bring in new horses, to accompany them to auction markets, or to do yard business with them will come in season, one or two at first, even if you keep quiet. However, if you stay lax about it and do nothing, your relationships with small horse owners will gradually dwindle.

So how can we develop a closer relationship with horse owners? The only way to develop a deeper relationship is to gradually increase the level of friendship with the horse owners.

The most effective way to increase friendliness is to win races. Winning a race will greatly increase the level of friendship, as indicated in the table below.

If you finish 1 through 5 in a race, your friendliness level will increase as shown below, but what happens if you finish 6th or later in a race? You would think that the friendship level would go down, but there is no increase or decrease. The friendship level with the horse owners does not decrease just because of a bad result.

Classics in the table below refer to Sakura-hana-sho, Satsuki-sho, Oaks, Derby, and Kikka-sho, while G1 refers to all other G1 races except for these five.

In addition, the number of friendship increase, but the value will differ slightly depending on the compatibility with the horse owner.

friendship increases and decreases

● Elements of increased friendliness end of year

Receive a request to join the stables
When I went out to the ranch + 1

Received a request to accompany him to Seri market
When I went to the Seri market: +1

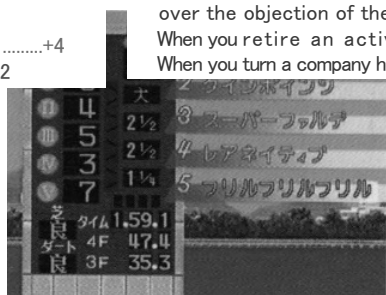
At Seri market
If you can buy a horse at a discount +8
If the horse is purchased normally +4

Yard transaction
When you go out to the ranch +1
If you were able to buy a horse at a lower price: ....+4
If you bought four horses at a normal price: .... + 2

Factors that decrease the level of friendship
No winners in a year... .... −20

End of year stable request.
When refuse over the phone ・・・・・・... −15

Seri City Accompanying Request
When I refuse over the phone: .... −15

Yard transactions
When you refuse over the phone...............−15
When your horse breaks down......... ...−10
When you give up a foal......−−...−...−25
over the objection of the horse owner
When you retire an active horse. ......−15
When you turn a company horse into a Senhorse... ......−5

Since Mr. Ichikawa and Mr. Shimura are members of Michael C, and Ms. Nigawa and Mr. Mitsui are members of Town HC, racing a horse owned by Michael C or Town HC will increase their respective friendliness levels (the increase values are the same as the table on the right below).

The value of the increase in friendship by race accumulation when the owner is Kotogawa, Nigawa, Mitsui, Shimura, Michael C., or Town HC.

	1st	2nd	3rd	4th	5th
new horse	+24	+12	+6	+3	+1
clean sweep	+8	+4	+2	+1	+1
Under 500 man	+16	+8	+4	+2	+1
Under 900 man	+32	+16	+8	+4	+2
Under 1600 man	+40	+20	+10	+5	+2
open	+48	+24	+12	+6	+3
G3	+52	+26	+13	+6	+3
G2	+56	+28	+14	+7	+3
G1	+60	+30	+15	+7	+3
Classic	+64	+32	+16	+8	+4

Value of increase in friendliness based on race results in the case of owners other than those listed on the left.

	1st	2nd	3rd	4th	5th
new horse	+6	+1	+1	+1	+1
clean sweep	+2	+1	+1	+1	+1
Under 500 man	+4	+1	+1	+1	+1
Under 900 man	+8	+1	+1	+1	+1
Under 1600 man	+12	1	+1	+1	+1
open	+16	+1	+1	+1	+1
G3	+24	+2	+1	+1	+1
G2	+32	+4	+2	+1	+1
G1	+40	+6	+3	+1	+1
Classic	+48	+8	+4	+1	+1

Request to enter a stable / Name Request

The relationship with a horse owner begins with a request for a new stable for the next year. In the beginning, do not turn down requests, and try to make friends with as many horse owners as possible.

For next year secure a racehorse

Every December, things get hectic in the horse racing circle. This is because horse owners start worrying about which trainer to entrust their horses to.

When you receive a call from a horse owner, you should first visit the stud farm to check out the foal with your own eyes and decide whether or not you would like the horse to enter the stud farm. However, not many owners are willing to entrust their horses to a novice trainer at the beginning of the game, so it is a good idea to be prepared to accept all requests for a horse.

Each owner who makes a request for a horse to join a stable has a friendly relationship with a specific ranch. For example, when Mr. Ichikawa and Ms. Nigawa request a horse, the horse is bred at Nakamura Farm, and when Mr. Mitsui and Mr. Shimura request a horse, the horse is bred at Ono Farm.

When you go to the ranch, you will hear a message about the foal's ability to be evaluated.

See the table below for the comments. Until about the third or fourth year of play, don't worry too much about these evaluation messages and accept and nurture the various types.

Competence evaluation message at the time of admission request

When there are nicks	It is a combination of compatible lineages.
When there are no nicks	In terms of pedigree~.
When the inbreeding of the odd amount of blood	(inbred horse name) with 18.75% blood volume.
At the time of the thick inbreeding	(inbred horse name) in a highly influential formula.
At the time of thin implied	(name of inbred horse) with an imprint of (name of inbred horse).
When the mare inbred.	With a rare mare impregnated
When outbreeding	Outbred, but...
In the case of a late-blooming horse	He's a horse that's still a little on the calm side.
A place with a very good temperament.	He's a very honest and smart looking horse.
Very strong constitution	He's a horse that hasn't been sick since birth.
Very high recovery	He is such a strong horse that he has never shown any fatigue.
When the dash is excellent	He's a horse with a good cutting ability.
When you excel at speed	He's a horse with good speed.
When you excel in guts.	He is a horse that hates to lose.
Highly suited to dirt	He's a powerful, powerful horse.
When temperament is good within a certain range	It's a genus that's rather straightforward and has never been a problem to handle.
having a strong constitution	He's a horse that doesn't need much work in terms of money.
High recovery	He's a horse that doesn't get tired very often.
short-distance aptitude	He's a horse that would work well in a shorter place.
long-distance aptitude	He's a horse that's going to be around for a long time.
middle-distance aptitude	He's a horse that seems to have a tremendous ability to handle any distance.
For Tozai, X, and Maxsim	This horse is worth (amount) yen. Can you keep it?
Other than the above-mentioned placeholder	Sensei, this in-laws horse was purchased for (amount) yen. Can I keep it here?

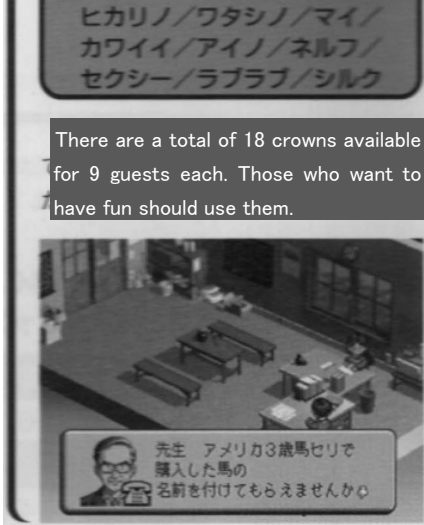
Request to name a foal

As the new year begins in the first week of January, horse owners who have made requests to enter stables at 12 call to report the names of their racehorses that they have decided on. However, Mr. Toyama is different, and asks for a naming request, asking the owner to name the horse. The horses that Mr. Toyama asks for naming are the horses that come into his stable, so you should give them a strong and cool name as a racehorse.

The racehorse's name can be rescripted to a maximum of nine characters, but for those who have trouble typing in each letter, when the naming request comes in and the typing screen appears, hold down the control LR button and press the A button to set the name in the input area in rantum.

Randomly assigned names ~ are a total of 18 crown names, 9 for each guest. Those who want to have fun can use them.

Horses that are 4 years old or more

There are a total of 18 crowns available for 9 guests each. Those who want to have fun should use them.

*Messages are displayed in the following order: nicks, implied, one feature, amount.

Seri Market

At the beginning of his career, he is a strong foreign horse that we will take care of. He is a fast finisher, so he comes in at 3 years old. They will be very successful once they are stabled. The auction is a chance for the stables to make a big leap forward.

Seeking better horses, we went to the auction market.

In addition to receiving requests from horse owners for new horses to enter the stables, the "Live G1 Stable" event involves accompanying owners to auction markets to purchase 2-year-old racehorses in Japan and 3-year-old racehorses overseas, as well as broodmares in Japan and overseas. The dates of the auction market are

-Overseas 3-year-old horse auction market: 2 March

-Domestic 2-year-old horse auction market: 7 May

-Domestic mare auction market: October

=Overseas Mare Sale Market: November

Horse owners who invite me to the auction market are overseas.
Mr. Goto and Mr. Toyama for 3-year-old horses, and Mr. Ichikawa, Ms. Nigawa, Mr. Mitsui, and Mr. Shimura for domestic 2-year-old horses and Mr. Toyama.

Mr. Toyama is the only one with mares to breed. As you can see from members, many of the owners are relatively small and have limited budgets, so they have to auction off their horses successfully.

Identify the Rival

At the auction market, there will naturally be a number of buyers in addition to yourself. If left unchecked, the prices at the auction will go up and up and up, and if you are pushed to the "A" button, you will find yourself out of your budget in no time at all. You don't want to pull out of the auction without being able to buy a single animal. Therefore, one of the most efficient ways of auctioneering is to "stop" the auction.

This is because in a normal auction, one buyer after another raises the price and the first time they appear on the screen, the A-potentiometer is used for the question about the value of the balloon. To raise the value yourself, i.e., to other buyers who tried to get on the screen by pressing Don't let them say it.

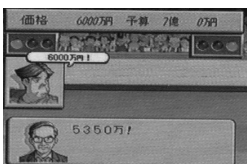
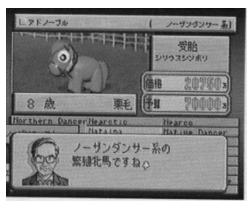
In Seri City, there is always one character who is the "Rival" and you must "stop" that character.
If possible, the auction can be terminated at that point. The "Rova;" is a character that appears immediately after the auction begins, so if you can "stop" the Rival when it next appears (indicated by the finger icon), you can easily end the auction.

If you mistakenly "stop" a non-rival buyer, the buyer who comes up shortly after will be replaced by a new one.

Let's be careful.

A Day at the Market

1If a horse owner calls to ask me to accompany him to the auction market, I go anyway. If you refuse, your friendship level will drop.

2. A list of foals (or mares) will be displayed at the auction site. Once you have decided which horses you can afford and which you want to buy, select the horse and check its pedigree and other data.

3Check the foal's father and mother's father, look at the pedigree up to 5 more generations, listen to the owner's ability evaluation comments (for the foal's ability evaluation, see the ability evaluation on the request to enter the stable), and if you like the horse, participate in the auction. If you don't like it, choose another horse from a further list.

4. The auction begins. The amount of money is gradually increased by A potentiometer while watching the prices offered by the other participants in the auction. When three red lights appear on the screen, the person who offered the highest price has lost the auction.

If the asking price exceeds the budget, the horse owner will stop and give up the purchase.

Breeding Mares Ability

lifetime achievement	It's a ---- series mare.
In the case of distance aptitude	I guess it's more of a short-distance pedigree.
For middle-distance aptitude	Does the pedigree seem to be flexible in terms of distance?
In the case of long-analysis aptitude	I guess it's more of a long-distance pedigree.
Younger age group (under 6 years old)	They are still young and will give birth to many more.
Older age (13 years or older)	I'm a little concerned about her age, but...

Yard transactions

The owner of a horse is asked to buy a foal directly from the ranch. If you have a good reputation as a trainer, you can negotiate smoothly with the owner.

Successful yard transactions increase friendliness.

Yard transactions are conducted every August–September at the request of horse owners, who go directly to the ranch to purchase foals. The foals are yearlings born in the same year.

Each horse owner has a ranch with which he has a friendly relationship (see page 23), and it is to that ranch that he goes to make purchases.

Only Mr. Toyama, however, is free to choose his own ranch and purchase a foal within the budget he is given. It is important to note that the price of a foal varies greatly from ranch to ranch. If you have a low budget and go to a ranch that only has expensive foals, you may end up going over your budget and fail to purchase a foal.

If you are able to purchase a foal at a lower price through a yard sale, your friendship with the owner will be further enhanced. On the other hand, if you refuse the request at the phone call stage, your friendship level will decrease.

Farm inspection before making a request

When going to a yard sale on behalf of Mr. Toyama, you have the pleasure of being able to choose the ranch you wish to visit. Each ranch has its own specific broodmares (see page 24), and they range from horses of high ability to horses of low ability. Naturally, you want to purchase a foal with a good pedigree and ability in a yard trade, so you should first visit the ranch in July, before the request comes in.

When you arrive at the ranch and open the foal command, you will see a list of foals for sale in the yard trade and the desired price is also indicated.

When you look at the foal, the ranch manager will comment on the foal's ability (see page 20 for comments on ability evaluation). He will also mention how much he would like to buy it for... and the asking price.

If you receive a request from Mr. Toyama, visit the desired ranch after carefully considering the details of your visit, including pedigree, ability evaluation, and price.

There is one character that both me and Acrobat can't decipher

Tenacious Negotiations

We want to purchase the horse within the budget entrusted to us by the owner, but we also want to purchase the horse at a lower price if possible.

The number of times a player can negotiate with a rancher is 2 to 6 times. The number of negotiations depends on the player's reputation as a trainer. The higher your reputation, the more times you can negotiate. When the number of negotiations expires, the rancher will give his/her conclusion accordingly (see the table on the right for the rancher's comments). In order for negotiations to go smoothly, it is essential that the rancher has a high reputation as a trainer.

Incidentally, the asking price for the sale of a foal is the true price calculated from its pedigree, plus an additional amount calculated from its ability, sturdiness, and speed of finishing. The best way to get the best price is to negotiate the difference between the real and the asking price.

Negotiation Results

Was sale successful?		Budget	Budget okay?	I am sorry. We are not able to pay that amount of money. This conversation never happened.
Negotiations Concluded		Over desired price	Eh! You can buy it at such a high price?	As expected of a teacher, you have a good eye! I'll be happy to oblige.
Negotiations Concluded		Around asking price	Are you sure you want to pay that price? ―――	Understood. I'll give you your price.
Negotiations Concluded		high end of price range	You're hitting me right where it hurts.	Uh huh. Understood. Let's do it, don't tell anyone else, okay?
Negotiations Concluded	Friendship up cheap	Desired value	Can't we do something more?	Understood. Let's do it at that special price. Really is special.
Negotiations Concluded	Friendliness up	Around the true price	Well, that's harsh.	Yeah, Understood. I believe in you. But this is a huge loss.
Failed Negotiation		Below saleable price	That price is a little…	I'm sorry. I can't do it at that price. This convo never happened.
Failed Negotiation		Significantly below saleable price	Stop with the jokes	Cut it out, we can't at that price.
Negotiation Breakdown		Below the negotiated miscellaneous special minimum	I'm not going to negotiate for that kind of money, so let's just pretend this deal never happened.	That's not a deal. Let's pretend this deal never happened.

About the Farm

The ranches are divided into production ranches, breeding ranches, and treatment ranches according to their roles, and each plays its role well. As a horse owner, pay attention to the friendship level.

production farm

Number of mares owned: 6
Small scale management of production farm
Friendship horse owners: Mr. Mitsui, Mr. Shimura

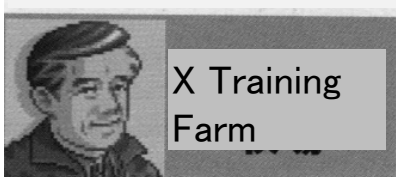
Number of mares owned: 7
Standard-size production farm
Friendly owners: Mr. Ichikawa, Ms. Nigawa

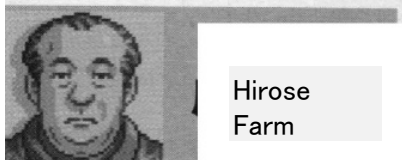
A breeding farm that aims to produce big game with a motto of "Spartan training".
Connections with Ono Farm and Nakamura Farm

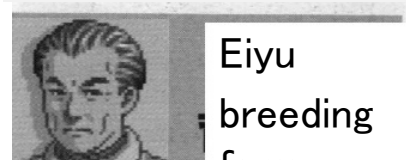
Number of mares owned: 0 (at start)
Now a small owner breeder.
But in a few years,..,

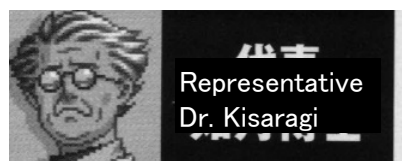
Number of mares owned: 9
Owner-breeder who manages a traditional ranch

A training farm that emphasizes efficiency, where horses are trained without being overworked.
Connected to Toyama Ranch and Tozai Ranch

Number of mares owned: 8
Large production farm with adequate set-up Friendly owners: Mr. Yasunaga and Mr. Kuriyama

Number of mares owned: 9
Actively participates in overseas G1, large regulations
- Management Owner Breeder

A training farm that emphasizes the individuality of each horse and takes its time to develop each horse.
Connections to Otaki Ranch and X Ranch

Number of mares owned: 8
Large-scale management production farm Friendship horse owners : Mr. Rokko, Mr. Nanamura

Number of mares owned: 17
Producing world-class horses, plus overseas G1
Owner-breeders on their way to conquest

Large training ranch with full facilities for training. New horses are developed/finished quickly.
Connected to Hirose Farm, Maksim Farm

cure farm

The ranch was built for the purpose of treating broken-down racehorses. It is equipped with hot spring treatment facilities and veterinary medical equipment.

The eight production farms and four breeding farms are closely connected to each other. When a foal produced at a production ranch becomes three years old, it is sent to a breeding ranch, where it is prepared to compete in races as a racehorse. The production ranch and the breeding ranch are three ranches side by side, indicating that they are connected to each other. When a player sends a managed horse out to pasture, it is sent to the ranch where the horse was produced or to a breeding ranch that is connected to the production ranch.

Treatment farms have nothing to do when you visit them unless the horses under their care are grazing for treatment.

Types and Roles of Ranches

As mentioned in the ranch introduction on page 23, ranches are divided into three main categories: production ranches, training ranches, and treatment ranches.

Trainers will be involved with these ranches in a variety of situations. We want to make sure we understand the role of each ranch and what we can do there.

Production farm

The farms have mares, and during the April–June breeding season, they select a specific stallion to breed and produce foals. In addition, the foals are born to the yearlings.

The horses are trained at this production ranch during their ~2 years of age. The trainer is involved with the production ranch,

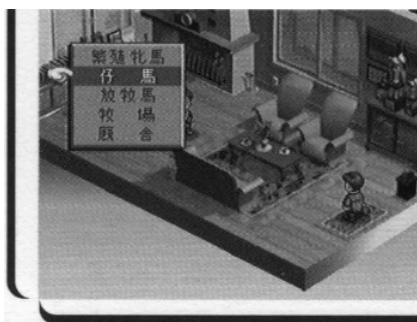
1 Yard transactions (purchases and inspections)
2When looking at a foal purchased at a yard sale or auction market
3. When looking at a managed horse that has been put out to pasture on a production farm
4 View mares (pedigree chart only)

Yard trading has already been mentioned on page 22, but watching the condition of the yearlings purchased through that yard trade and the 2-year-olds purchased at the auction is also an important thing to do at this production farm.

Foals

At the time of the yard sale or auction, the foal was purchased with an understanding of its abilities. However, during the subsequent growth process, the foal's temperament and other abilities gradually become known.

The foal is sent to pasture at the production farm, and when it turns three years old, it joins the stables. While at the stud farm, you will be able to hear comments about their temperament, growth, legs and spirit.

If you have to turn down a horse at the age of three because there are not many available stalls in your stable, you will not have to wonder which horse to turn down if you remember this comment.

Yearling/Colt Comments

yearling	He's a spirited horse with a rough temperament.
	He has a normal temperament and is growing strong.
	Timid in temperament, a bit quiet, but he's in good order.
	Late bloomer, still reserved and quiet, but in order.
two-year-old colt	He's a wild, wild man, and everyone's afraid to mess with him.
	He has a normal temperament and strong legs. He's a little plain, but he's a good horse.
	Temperament is normal, nothing remarkable, but he's growing up in good order.
	He's a quiet horse with a timid and gutsy temperament, but he can be a little stubborn.
	Timid in temperament. He's a quiet horse and seems very obedient.
	Late growth Still childish, but growing well.

List of mares owned by each producing farm

A lot of these names are guesses from sounding out the Japanese. DeepL also struggled

Ono Farm
envision
Sally Perlin.
Dynamo
Paris Three
Blue Net
Yukihime

Tozai Ranch
Athena Tozai
Arabesque
Eighty Tozai
Camellia Tozai
Cornis Tozai
Sister Tozai
Taishou Roman
Yuebo Tozai
Poli Tozai

X-Ranch
Estician
X As
X Gen
X head
X berun
Shupreme
Natural Heaven
Blue Esprit
Waffle sport

Nakamura Farm
allie marie
Grendy schpool
Sour Pange
Chanel girl
Yakushini
Rich Ace
Lemon Pie

Hirose Farm
Alp song
Vale
Ehsei
Cosmo Dream
Simon
Victory Back
poppy girl
Yume Miroku

Otaki Farm
AntiqueDoll
Elegance Lady
graceful
Thank you friend
Cinderella run
Diana song
Lady Paulsa
Waopiarisu

Maxsim Farm
Atorandam
Eru Actress
Eru Kosshu
Elegance
Flower
Cutting egg
Creeps
Juicy orange
scarlet girl
Stereo
dancing ski
disco cat
bubble companion
peer-ready cool
Miami
mini-racer
megami
lime crimson

Toyama Farm
camisole
(Only if previous employment was in the ranching industry. Ability and pedigree are equivalent to high tempo)

Toyama Ranch

As a horse owner, Mr. Toyama, with whom we have a special friendship, is an owner-breeder who owns mares and also produces racehorses, although on a smaller scale. At this Toyama Ranch,

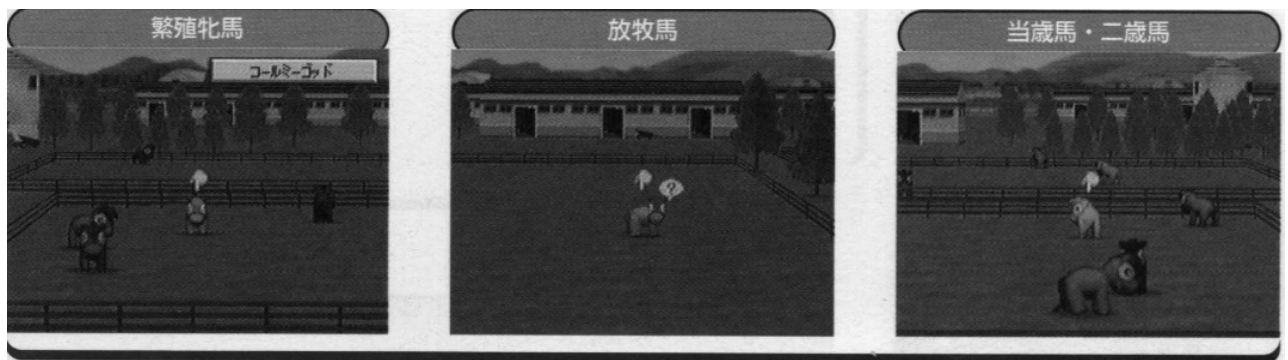
1 See how the managed horses are doing after being put out to pasture at a production ranch.
2 See the mares (they will be gelded during the breeding season).
3 See the foals (yearlings and two-year-olds) produced at Toyama Farm.
4 view stallion data

The above can be done.

The major difference from other production farms is that they can breed to mares. Therefore, the data of all stallions can be checked at this Toyama Ranch. During the breeding season (April to June each year), Mr. Toyama will ask you to advise him so that he can breed within his budget (see pages 27 and 28 for more information on breeding).

In addition, racehorses owned by Mr. Toyama can be owned at the farm when they retire, with the stallions as private stallions and the mares as broodmares (a maximum of six broodmares can be owned).

In addition to the 'look' command, there is also a 'let go' command on the screen for yearlings, two-year-olds, broodmares, and private stallions. This command can be used to let go of a mare if you have six breeding mares and wish to purchase a new mare at a new auction, or if an owned horse with an excellent record is scheduled to be bred.

Toyama Farm, which listens to the players' opinions, is the mainstay of the stable and should be treated with care and prosperity.

breeding farm

When foals that have been raised at Toyama Farm and other production farms reach the age of three, they are moved to a breeding farm as a preparatory period before being stabled as racehorses. There are a total of four breeding farms, each of which has close ties to the production farms, so it is simply a matter of knowing which horses have been moved to which breeding farm.

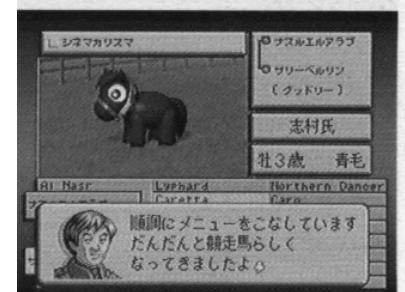
The connections between the production and breeding farms are as follows

Ranch Connections

- Toyama Farm, Tozai Farm colts → Shimizu Breeding Farm
- Ono Farm, Nakamura Farm →Deguchi Breeding Ranch
- Otaki Farm, X Farm → Bizen Breeding Farm
- Hirose Farm, Maksim Farm → Eiyu Breeding Farm

What we do at the breeding farm is

1. look at the new horse before debut.
2 Observe racehorses grazing on a breeding farm.

New horses spend different periods of time at the training ranch for precocious and late-maturing horses. Whether a horse is a precocious or a late-maturing horse can be determined by the rancher's comments in January. The schedule for new horses is left entirely up to the ranch, and the month in which they are scheduled to arrive can be found by going to the stable office and looking under "Management Horse Command" and then looking at the current horse's arrival schedule.

three-year-old colt

Precocious	already very much on board. debut may be coming soon!
Normal	Doing well on the plan. Gradually becoming more and more like a racehorse.
Late bloomer	still slowly development, development will take a while.

Treatment farm

The treatment ranch is designed to treat broken-down racehorses, and unless they are seriously injured, the horses under their care do not enter this ranch.

This treatment farm is headed by Dr. Kisaragi and is fully equipped with the latest hot spring treatment facilities and veterinary medical equipment. Therefore, racehorses that have broken down can be treated here to get back on their feet in perfect shape. Things to do when visiting a ranch here:

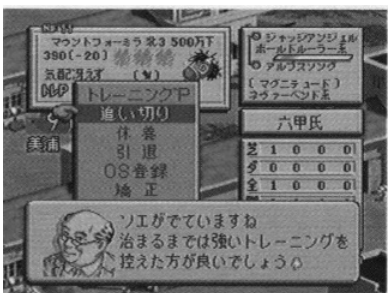
the only thing you need to do when you visit this ranch is to look at the rest area. Everything else should be left to Dr. Kisaragi. Incidentally, the types of injuries that can only be cured at this treatment ranch are relatively minor breakdowns such as soe and ha-gyo, which can be cured at the stables or production ranch without sending the animal to the treatment ranch. However, when a breakdown is said to require a full recovery of ~ months, if the horse is sent out to pasture at a treatment farm, it may be able to make a full recovery and return to work earlier than planned.

Cracks
Flexor tendinitis
Avulsion fracture
Fracture

Recovery Progression

When a managed horse breaks down or becomes fatigued, it is often faster for the horse to recover if it is sent out to pasture rather than left in its own stables to recover. After returning from pasturage or treatment, the managed horse is able to return to racing with the same energy and vigor as before.

Naturally, the best way to treat injuries is to let them recover at a treatment farm (except for soe and c row), but when simply putting a horse out to refresh pasture, should it be put out to pasture at a production farm or a training farm? When sending a horse out to pasture at a production farm, the period can be two months or longer, and at a breeding farm, the horse can be put out to pasture for one month or longer, or for a period determined at the trainer's discretion.

Comparing production farms and training farms, the recovery from fatigue is twice that of the training farms, and the maximum weight is 20 kg above the ideal weight before returning to the stables. Conversely, the training farms recover one-half the amount of fatigue of the production farms, and the maximum weight is 10 kg above the ideal weight before returning to the stables. Whichever way he is put out to pasture, he will be in an uphill condition when he returns, so there is no problem in starting his training as usual.

Resting Horse messages

native farm refresh grazing	fatigue tremor	He's still as listless as ever because he can't seem to shake off his fatigue.
	Fatigue level medium	No accidents, nothing. We're going about our daily lives in peace and quiet.
	Fatigue Small	Relaxing and grazing. Relaxing and grazing. I'm sending you a copy.
Birth ranch Therapeutic Home Grazing	Therapeutic long period (13 weeks +)	~The situation is still not good.
	During treatment (5-13 weeks)	~His recovery is going well. Let's wait and see until he is fully healed.
	Treatment Period Small (~4 weeks)	~ is much better. We can make a comeback soon.
BreedingFarm Refresh Grazing	Fatigue level big	Under the horse's current situation, we're going to have to cut back on exercise at our ranch.
	Fatigue Medium	The horse is not loose. He's in good shape.
	Fatigue Small	Keep up light exercise to refresh. Doing well
Healing farm Therapeutic grazing	Treatment period long (from 13 weeks)	~I'm still trying to lose weight, but it's still not looking good.
	During treatment (5-13 weeks)	~I'm feeling much better, and it looks like I'm going to be completely cured.
	Treatment period short (~4 weeks)	~The treatment is almost in its final stages.

Breeding & Birth

For Mr. Toyama, a horse owner who is not very forgiving of bloodlines, I give him advice on breeding during the April–June breeding season each year. He is always researching to produce the best horses.

Racehorse Production

In "Live G1 Stable," the player is not an owner-breeder, so one would think that there would be no breeding, but Mr. Toyama, the horse owner with whom the player has a deep friendship, is not familiar with bloodlines, so he entrusts the player, the trainer, with full authority over the production.

Therefore, every year during the April–June breeding season, he visits Toyama Farm to give advice on compounding.

Seeding procedure

In the first week of April, Mr. Toyama, the owner of the horse, calls and asks for advice on breeding.

When you go to Toyama Farm and go to the mare's pasture, you select a mare from the list of broodmares whose empty foal is blue on the list, and you breed her. Mr. Toyama will then tell you the breeding budget for the year (if you have six mares, this means a budget for six mares), and within that range, you will consider a suitable pedigree formula.

Stallion How to View Screen

There are a total of 157 stallions (excluding private and foreign stallions). However, as the week progresses, the number of stallions whose studbooks are closed (marked "Book Full") will increase, so you should try to breed as soon as the first week of April arrives.

When you decide on a stallion to breed, Mr. Toyama will give you a brief comment on the implied breeding and the effect of nicking, etc. You make your decision based on your budget and the comment, and breed the stallion. About one month later, Mr. Toyama will inform you of conception/nonconception. If conception is not confirmed, the mare can be re-spayed during the season (the mare that is ultimately not conceived will be put out of service until the next breeding season). The foal is born approximately 11 months after conception is confirmed. The mare is bred to become a racehorse.

Turf and dirt omnipresence

Suitability of the foal in turf and dirt races Gender. Indicated by ◎, ○, △, and x, A ◎ indicates the most suitable and an x indicates the least suitable.

Tendency to use an inkstone on a sire.

Stability: This indicates the degree the stability. of variability in the ability of the production. The further to the right, the higher

Keiriki: Indicates whether or not the spawn has a winning spirit. The more it is to the right, the stronger the winning spirit.

Temperament: indicates the temperament of the litter. To the left. The more timid you are, the rougher you go to the right.

Body Thrust: Indicates the strength of a foal's constitution. The right side of the body is the stronger.

Distance: distance aptitude. The further to the left, the shorter the distance.The leftward is for shorter distances, and the rightward is for longer distances. The center of the bar graph is at about 2200m.

Growth: Indicates the type of growth of the litter.

The left side of the graph shows the early maturity type. The further to the left, the more precocious the type, and the further to the right, the more late maturing the type.

Pedigree chart

A pedigree chart showing the stallion to his ancestors five generations ahead.

In the pedigree chart, red text means that the horse has been inbred (see page 28).

The red letters in the pedigree chart indicate that the horse is the result of inbreeding (see page 28).

Seeding formulation techniques

Horse racing is said to be a sport of bloodlines, and it is by successfully blending the bloodlines of stallions and mares that great horses are brought into the world.

To this end, thoroughbred producers have studied various formulas and developed the ultimate formula theory. Also incorporated in "Live G1 Stable." The following is a brief introduction to the compounding technology used in the production of the "M" series.

inbreeding

Inbreeding is a situation in which the stallion and mare have the same horse in their bloodlines up to five generations before, in essence, inbreeding.

The theory is that when a formula includes inbreeding, it is possible to bring back to life in the offspring the high ability that their ancestors possessed.
However, some inbreeding may give a disadvantage to the ability of the offspring. However, some inbreds may have disadvantages in the ability of their offspring, and there are also risks associated with inbreeding, such as weak constitution, so it is not recommended if you do not want to take the risk.

The most effective is said to be a cross between three and four generations of blood. In the game "---- has 18.75% blood," which is also known as "miracle blood. The effects of inbreeding are various, such as increased speed, distance aptitude, bottom strength, and dash (for details, see page 188).

Nicks.

If inbreeding has an explosive effect on increasing ability, Nick is a formula that can raise the level of basic ability. Nick is a rule of thumb derived from the formulas of racehorses that have been successful in the past, and refers to a formula in which the stallion and mare's lines are considered to be compatible with each other. In this "Live G1 Stable," the following 17 compounding batons have been set.

This combination raises the overall level of the three serious abilities of speed, dash, and spirit of victory. If you see the comment "Combination of compatible lines" at a sale, in a market transaction, or when evaluating a foal, it means that the foal has a Nick, so you can use this as a guide. Also, if a stallion's lineage name is blue when breeding, it means that the stallion is a Nick (see page 214 for more details).

Northern Dancer X Clarion
Northern Dancer X Zedern
Northern Dancer X Hail to Reason
Northern Dancer X Fine Tob
Northern Dancer X Red God
Hail to Reason X Etan
Red God X Etan Never
Pend X Etan
Never Pend X Habitat
Never Pend X Toulpeyon
Red God X Blenheim
Raise a Native X Blenheim
Raise a Native x Tom Fool
Prince Lee Gift x Relic
Bold Ruler X Brinskillo
Bold Ruler X Lipo
Prince Kilo X Lipo

Exceptional Nicks

Since formula theory is ultimately an accumulation of rules of thumb, it is a reasonable shortcut to creating a strong horse to try to imitate the formulas of racehorses that have actually been successful in recent years.
In "Live G1 Stable," such a combination of a real-life stallion and a broodmare sire is called a "special nick" and has the same effect as a normal nick between two strains.
When breeding, the stallion's lineage name is also displayed in blue if the stallion is a special nick.

broodmare sire

The mare's father is called the broodmare sire, which also affects the foal. In the "Live G1 Stable," breeding a mare with a specific broodmare sire will affect the foal in different ways than the inbreeding and nicks introduced so far, such as the winning spirit, ability stability, inbreeding success rate, and nicks success rate.

However, some horses downgrade their ability to do so.

As for the formula, Sunday Silence, Brian's Time, Tony Bin ...and the stallion's ability stands out, but when it comes to breeding and mare auctions, the mare's father is always the focus of the clan's attention and will also be necessary (see page 220- for more information).

Stable Events

A year seems long, but it is short. Even in the stable office, a variety of events occur throughout the year, from happy to sad. Trainers are busy.

Stable's first win

First and foremost, it is the first win for the stables. Some may get their first win right after opening, while others may finally win...after months of not winning. The first step as a trainer is still the first win, and this is the first big event for the stables, although only Miss Erika's comments are worth mentioning.

Staff Gathering after G1 victory

When a horse wins a major prize, its owner comes and greets him, but when it wins a G1, not only the owner but also the jockey, stable keeper, assistant trainer, and even Okada, a reporter, come to congratulate him. At first, one does not understand what has happened, but it is a joyous occasion.

Race-related events include the appearance of the horse's owner when the horse wins a major prize, the appearance of the horse's owner to encourage the horse when the horse registers for a major prize, the stable keeper and assistant trainer when the horse challenges an overseas G1, and the trainer going to the racetrak. And when a horse wins an overseas G1 for the first time, the game's biggest event awaits, where the ending credits can be seen.

Negishi San decorates his retirement with a floral arrangement.

since the beginning of the business, voluntarily retires when a horse in his charge wins a G1.

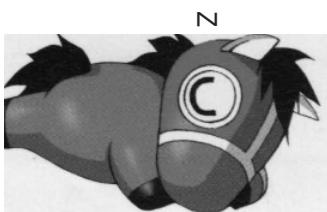
It would be nice to have a staff member at that time, but if the most reliable stable keeper is Mr. Negishi, the stables without him.... Just because the event happens suddenly, it is important to find a leading stable keeper other than Mr. Negishi/ It would be better to keep him on the staff. Or not put him in charge of a horse that would challenge for a G1....

Exclusive Rider World Jockey Series

If a jockey that you have carefully nurtured and trained in your stable performs well that year, he/she will represent KRA in the World Jockey Series, which is a great honor since there are only four KRA representatives. The rest depends on the jockey's ability and luck, and I can't do anything to help them, but I hope they do their best and wins the championship.

N

Stable office upgrade

When it first opened, it was a simple bench chair and a long table. The office looked like a cafeteria. However, when you achieve 100 wins, your assistant, Erika, tells you that she is going to renovate the office. The floor is changed to blue and a luxurious sofa is added. The desks and shelves would also become more luxurious. The road to 400 wins is a difficult one. By this time, you must be called the world's best horseman.

appearance of a pet

A pet event that appears irregularly. Erika, an assistant, picks it up and offers to keep it in this office because she cannot keep it in her apartment. If you say no, you will surely regret it.

These pets have a variety of effects on the horses in the stables. The pets are like items that can be used to make a new pet. There are nine types of pets. Please refer to the table below for the conditions of appearance of these pets and their effects and potency.

Boar
Penguins
Turtle
Dogs
Rabbits
Chicken
Black Cat
Cat
Mystery creatures

Pets will have an effect on all horses in the stable (except those on pasture).

No more than two of these pets appear at the same time. Some pets stay for a long time, while others disappear quickly. Anyway, when a pet appears, be sure to keep it in the stable. (However, since the black cat has a DOWN on recovery and leg strength, and the chicken has a DOWN on competitive spirit, it is best to avoid keeping these two pets.

(Mystery creatures include the effects of chickens and black cats, but they are random, so you can try them out).

Pet types and their effects, efficacy, and conditions of appearance

type	effect	efficacy	Conditions of Appearance
wild boar	inc competitive spirit	2	40% chance of appearing when winning a race (including the third G1 victory) when both the trainer's reputation and stable atmosphere are 8 or higher and the horse has won at least three G1s in the same year.
penguin	temperate and straightforward	2	When the stable atmosphere level is 8 or higher and the horse has won three consecutive weeks, there is a 30% chance that the horse will appear in a race (including when the horse wins a race in the third week).
turtle	resilience UP	L	30% chance of appearing when winning a flat race when the stable atmosphere is 4–7 and the trainer ranking is in the top 30.
dog	temperament adjustment	1	When the stable atmosphere level is 4–7, the trainer ranking is 31st or lower, and the trainer has won races in three consecutive weeks, there is a 40% chance of appearance in a race (including winning a race in the third week).
rabbit	Stable atmosphere up	1	20% chance of appearing when the stable atmosphere level is 3 or lower and the horse wins a Grand Prize race.
chicken (meat)	competitive spirit down	1	20% chance of appearing when the stable atmosphere level is 3 or lower and the horse wins a special race other than the Grand Prize.
black cat	Resiliency/ Leg strength DOWN	L	20% chance of appearing when the stable atmosphere level is 3 or less and the horse wins a flat race.
cat	Competitive spirit UP	1	1/200 chance of appearing when no winners for 24 weeks or more.
Mystery creature	*Caution 1	*Note 2	1/300 chance of appearing when not entered in a race or 20% chance of appearing when winning the Erica Award.

Efficacy in the table means that potency 1 indicates the standard value of each potency, and 2 indicates that the potency of the fulfillment sound.
*Note 1: Two effects of the mysterious creature, equivalent to the turtle, dog, chicken, black cat, and cat, are chosen at the same time the pet appears, and continue to have those two effects until they are gone thereafter.
2: The potency of the mysterious creature is equivalent to that of a tortoise, dog, chicken, black cat, or cat.